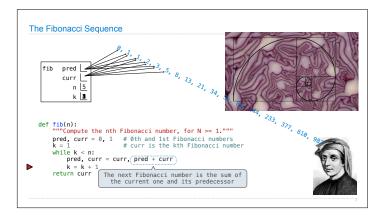
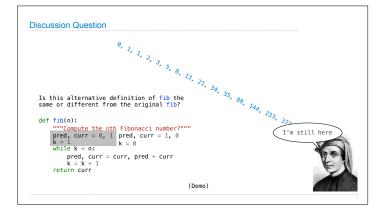


Iteration Example





Designing Functions

Describing Functions

def square(x):
 """Return X * X."""

A function's domain is the set of all inputs it might possibly take as arguments.

x is a real number

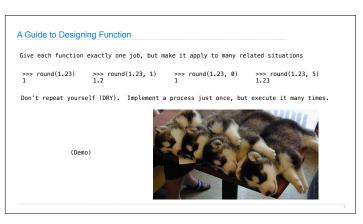
n is an integer greater than or equal to 1

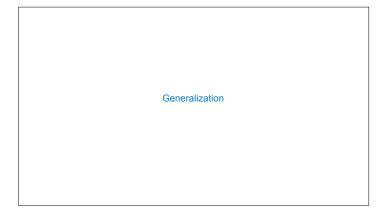
A function's range is the set of output values it might possibly return.

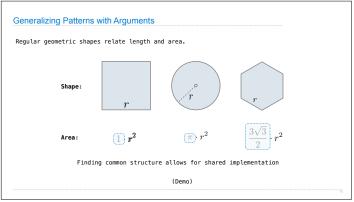
returns a non-negative returns a Fibonacci number

A pure function's behavior is the relationship it creates between input and output.

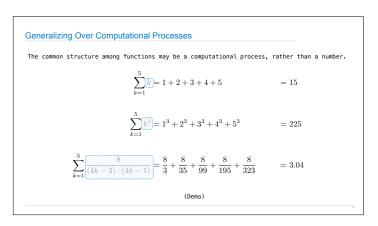
return value is the square of the input







Higher-Order Functions



def cube(k):
 return pow(k, 3)

def summation(n, term)
 """Sum the first n terms of a sequence.

>>> summation(5, cube)

225

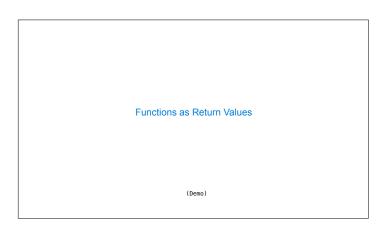
The cube function is passed as an argument value
while k <= n:
 total, k = 0, 1

while k <= n:
 total, k = total + term(k), k + 1

return total

0 + 1 + 8 + 27 + 64 + 125

The function bound to term gets called here



Functions defined within other function bodies are bound to names in a local frame

A function that returns a function

def make adder(n):

"""Return a function that takes one argument k and returns k + n.

>>> add three = make adder(3)

The name add three is bound to a function

7

"""

def adder(k):
 return(k + n)
 another def statement within another def statement

Can refer to names in the enclosing function

